

# OPERATION WOLF

TM



OPERATING MANUAL

## GAME INSPECTION

OPERATION WOLF is ready to use when received. You should however carefully inspect the unit. This is to insure that the unit is in perfect condition. Be sure to verify the following before turning the unit on.

Examine external cabinet for chips, dents, or broken parts.

Check:

Plug-in connectors to see that they are firmly seated.

All player control connections.

For loose components on P.C. Board.

Fuses, making sure they are firmly in holders.

Coin mechanisms.

For loose foreign objects, especially metal, screws, or parts which might cause electrical problems.

## POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60Hz with a power consumption of approximately 250 watts.

### CAUTION

FOR SAFE OPERATION IT IS RECOMMENDED THE CABINET BE GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD CONDUCTOR IS THE GROUND CONDUCTOR AND WHEN THE CABLE IS PLUGGED INTO AN APPROPRIATE RECEPTACLE, THE GAME IS GROUNDED. THE OFFSET PIN ON THE POWER CABLE'S THREE-PRONG CONNECTOR IS THE GROUND CONNECTION.

## LOCATION SPACE REQUIREMENTS

DEPTH: 36"

WIDTH: 25"

HEIGHT: 72"

WEIGHT: 225 lbs.

## GAME INSTALLATION

The following precautions should be followed when installing the game:

Avoid rough handling of game, the picture tube is fragile. Avoid installing the game where it may receive excessive sunlight or heat, to prevent a rising internal temperature. Do not install in a damp or dusty location.

If problems occur or technical assistance is required, contact our customer service department at (312) 520-9280.

## INTRODUCTION

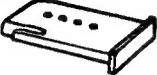
You're a soldier on a mission in Operation Wolf. The outstanding graphics take you through 6 screens of daring adventure to rescue hostages held by the enemy. You have your gun and mortar rockets at your disposal to get the hostages safely aboard the airplane and home to freedom.

### \*\*\*OPERATION WOLF\*\*\*

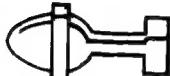
How to play:

- Game starts by inserting coin(s) and pressing the start button.
- Continuous firing can be made by holding the trigger.
- Mortar rockets can be launched by pressing the button on the side of the gun.
- After finishing the opening scene, 6 screens appear.
- The 6 screens have the following effect on the game play:
  - Communication facility . . . . . If this scene is not cleared, the number of enemies increase (little by little) whenever another scene is cleared.
  - Jungle . . . . . If this scene is cleared, the concentration camp can be selected in the next level.
  - Ordinance facility . . . . . If this scene is cleared, the number of bullets and mortars increase.
  - Village community . . . . . If this scene is cleared, 20 units of damage are recovered.
  - Concentration camp . . . . . If this scene is cleared, the hostages appear from the edge of the screen or barracks and cross the screen. If the player lets them cross without hitting them, one hostage is rescued. Sometimes a knife-carrying enemy goes after a hostage. If the player cannot hit this enemy, the hostage is killed. Game ends when all the hostages have been killed even if this scene is cleared. (Extra care must be taken for this.)
  - Airport . . . . . In this scene, the number of the hostages rescued in the concentration camp appear. These hostages can be rescued by letting them board the plane. If all of them are killed, game ends even if this scene is cleared.
- Enemies shoot at the player after flashing. If hit, the player is damaged. Enemy knives, hand grenades and rockets can be destroyed by hitting them before they reach the lower part of the screen.
- Main items

Magazine . . . . . When getting this item, 30 bullets are added. (One bullet is automatically supplied if the number of bullets reaches zero.)



Mortar rocket . . . . . One mortar is supplied.



Power Drink . . . . . 5 units of damage are recovered.



These items appear by hitting coconuts, condors, chickens, etc.

- Helicopters can be destroyed with 10 bullets or 1 rocket. Armored motorcars and patrol boats can be destroyed with 5 bullets.
- A scene is cleared when the number of enemies reaches "0".
- Game ends when the damage meter reaches the top, however, 3 units of damage are recovered by clearing 1 scene.
- If 1 hostage (at least) can have been rescued when clearing all scenes, the player can challenge the next round.
- The player also can challenge the next round if the player can clear 1-2 scenes besides the jungle, concentration camp and airport scenes.
- To continue play after loss of life, coins must be added under the time frame shown on the monitor. The game will then pick up where it left off.

## OPERATION WOLF CONNECTING DIAGRAM

### DIP SWITCH SETTINGS

OPERATION WOLF has been designed with dip switches for operator-adjustable features for maximum earnings in your location. The dip switch chart provided in this manual will allow you to customize the game for your location.

### P.C. BOARD & WIRING HARNESS

The P.C. Board sits in the drawer assembly on two tracks that allow it to move up and back for positioning. It is secured in place with two thumb screws. For removal of P.C. Board, disconnect the Wiring Harness by pulling out the Edge Connector Plug located at the right side of the P.C. Board, then remove the two thumb screws, to release the P.C. Board itself. Below are diagrams illustrating the proper wiring sequence.

VIDEO GREEN	1	<input type="radio"/>
VIDEO RED	2	<input type="radio"/>
VIDEO SYNC	3	<input type="radio"/>
VIDEO BLUE	4	<input type="radio"/>
VIDEO GND	5	<input type="radio"/>
COIN METER	6	<input type="radio"/>
- SPEAKER	7	<input type="radio"/>
+ SPEAKER	8	<input type="radio"/>
SERV. SW.	11	<input type="radio"/>
COIN	12	<input type="radio"/>
TRIGGER	17	<input type="radio"/>
START	19	<input type="radio"/>
BOMB	25	<input type="radio"/>
SW. COMMON	29	<input type="radio"/>

RF FILTER BOARD

+5 VDC	A	<input type="radio"/>
+5 VDC	B	<input type="radio"/>
GROUND	C	<input type="radio"/>
GROUND	D	<input type="radio"/>
+12 VDC	E	<input type="radio"/>
-5 VDC	F	<input type="radio"/>

X CONN.	H CONN.	T CONN.	G CONN.
1 SND. R+	1 GND.	SOLDER SIDE	SOLDER SIDE
2 SND. R-	2 GND.	A 1 GND.	SW GND.
3 SND. L+	3 GND.	B 2 GND.	VIDEO R
4 SND. L-	4 GND.	C 3 GND.	VIDEO G
5 +5V	5 +5V	D 4 GND.	VIDEO SYNC
6 +5V	6 +5V	E 5 OUT	
7 +5V	7 +5V	F 6 POST	
8 -5V	8 -5V	H 7 POST	H 7 POST
9 +13V	9 +13V	J 8	COIN SW(B)
10 POST	10 POST	K 9	" " METER(B)
11 +12V	11 +12V	L 10	" " LOCKOUT(B)
12 +12V	12 +12V	M 11	TILT
		N 12	COIN SW(A)
		P 13	COIN METER(A)
		Q 14	COIN LOCKOUT(A)
		R 14	START
		S 15	R 14
		T 16	S 15
		U 17	T 16
		V 18	U 17
			V 18
			W 19
			X 20
			Y 21
			Z 22

M CONN.	T CONN.	G CONN.	COMPONENTS
1 M+	1 M+	SW GND.	A 1 SW GND.
2 M-	2 M-	VIDEO GND.	B 2 VIDEO R
3	3	VIDEO BI	C 3 VIDEO G
4 TR 2	4 TR 2	VIDEO SYNC	D 4
		COIN SW(A)	E 5
		" " METER(A)	F 6
		" " LOCKOUT(A)	G 7
		TILT	H 8
		COIN SW(B)	I 9
		" " METER(B)	J 10
		" " LOCKOUT(B)	K 11
		COIN LOCKOUT(A)	L 12
		START	M 13
		R 14	N 14
		S 15	O 15
		T 16	P 16
		U 17	Q 17
		V 18	R 18
			S 19
			T 20
			U 21
			V 22

COMPONENTS	G CONN.	T CONN.	M CONN.
SW GND.	A 1 SW GND.	SW GND.	1 M+
VIDEO R	B 2 VIDEO R	VIDEO GND.	2 M-
VIDEO G	C 3 VIDEO G	VIDEO BI	3
VIDEO SYNC	D 4	VIDEO SYNC	4 TR 2
COIN SW(A)	E 5	COIN SW(B)	
" " METER(A)	F 6	" " METER(B)	
" " LOCKOUT(A)	G 7	" " LOCKOUT(B)	
TILT	H 8	TILT	
COIN SW(B)	I 9	COIN SW(A)	
" " METER(B)	J 10	" " METER(A)	
" " LOCKOUT(B)	K 11	" " LOCKOUT(A)	
START	L 12	START	
R 14	M 13	R 14	
S 15	N 12	S 15	
T 16	P 13	T 16	
U 17	P 14	U 17	
V 18	R 15	V 18	
	S 16	W 19	
	T 17	X 20	
	U 18	Y 21	
	V 19	Z 22	

**OPERATION WOLF**  
**DIP SWITCH SETTINGS**

**DIP SWITCH 1**

		1	2	3	4	5	6	7	8
NOT USED		ON							
CONTINUE MODE	WITHOUT WITH		OFF	ON					
TEST MODE	NORMAL TEST MODE			OFF	ON				
DEMO SOUND	WITH WITHOUT				OFF	ON			
COIN PRICING	1 COIN-1 PLAY					OFF	OFF		
	1 COIN-2 PLAY					ON	OFF		
COIN SLOT A	2 COIN-1 PLAY					OFF	ON		
	2 COIN-3 PLAY					ON	ON		
COIN PRICING	1 COIN-1 PLAY						OFF	OFF	
	1 COIN-2 PLAY						ON	OFF	
COIN SLOT B	2 COIN-1 PLAY						OFF	ON	
	2 COIN-3 PLAY						ON	ON	

**DIP SWITCH 2**

		1	2	3	4	5	6	7	8
DIFFICULTY	B A C D		OFF	OFF					
			ON	OFF					
			OFF	ON					
			ON	ON					
NOS. OF MAGAZINE	6 7 5 4			OFF	OFF				
				ON	OFF				
				OFF	ON				
				ON	ON				
NOT USE					OFF	OFF			
					ON	OFF			
					OFF	ON			
					ON	ON			
DISCOUNT PLAY WHEN CONTINUING	WITHOUT WITH					OFF			
						ON			
INSTRUCTION	JAPANESE ENGLISH						OFF		
							ON		

FACTORY SETTINGS:	1	2	3	4	5	6	7	8
SWITCH BANK (A)	ON	ON	OFF	OFF	OFF	ON	OFF	ON
SWITCH BANK (B)	OFF	OFF	OFF	OFF	OFF	OFF	ON	ON



**TAITO AMERICA CORPORATION**  
660 S. Wheeling Road, Wheeling, IL 60090  
Telephone (312) 520-9280 Telex 253290